SHADOW RAIDERS I

Episode 22
'Divided, We Stand'

ENGLISH DIALOGUE SCRIPT

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ACT ONE

FADE IN:

EXT. THE PLANET CLUSTER, BATTLE-MOONS, PLANET ICE

Establish the cluster and the flotilla moving through otherwise unoccupied space. MOVE IN ON PLANET ICE.

INT. A DARK PLACE - GRAVEHEART AND JADE

We can't really tell where they are, as they are the only things lit and everything else falls off into blackness. All we can see is that they're back to back with their big honkin' weapons, fighting off BEAST DRONES. This scene should have a strange, surreal sense to it. Would be nice to do a 360 degree circle around our two main characters as they fire blast after blast. Beast Drones go BOOF! One after another, until no more emerge from the darkness. Jade and Graveheart stand in the eerie silence that follows.

JADE
(1) There, that's the last of them.

GRAVEHEART
(2) We make a great team.

JADE
(3) Do we?

Suddenly, a red glow takes over the area and bricks stack up between the two of them. Graveheart looks terribly alarmed. He reaches out at Jade over the blackness.

GRAVEHEART
(4) Jade, take my hand!

Jade looks away unhappily, making no move to reach for him.

JADE
(5) It's too late for us. Too late.

GH leaps the abyss and lands precariously on the tiny ledge that is left. He POUNDS on the stone walls, uselessly.

CLOSE ON GRAVEHEART'S anguished face.

GRAVEHEART
(6) Jade, don't shut me out! Jaaaaade!

INT. GRAVEHEART'S SLEEPING CHAMBER

We open CLOSE ON GRAVEHEART'S FACE for the end of this nightmare he's having.

GRAVEHEART (VO)
(fading echo from the dream)
(7) Jaaaaade...

Graveheart's eyes fly open. He sits up, elbows on knees, and puts his head in his hands.

GRAVEHEART
(8) This is driving me crazy. I've got to talk to her.

INT. PLANET ICE - CORRIDOR

Now GH's fist is POUNDING on the door to Jade's sleeping chamber. PULL BACK to reveal Graveheart in absolute minimal clothing, the equivalent of his boxer shorts.

GRAVEHEART
(loudly, while pounding but not sounding panicked)
(9) Jade! It's Graveheart! Jade--

The door FLIES OPEN. Jade stands in whatever tiny bit of sexy something she wears to bed, plus, of course, her big old gun. She leaps into the hall, pointing the gun this way and that, looking for the enemy. Graveheart just stands there, looking sheepish. Jade looks around, sees nothing, relaxes.

JADE

(10A) Situation?

GRAVEHEART
(embarrassed)
(11) I had a...I wanted to talk, but...never mind. I'm sorry I woke you.

Jade looks at GH and misreads him. She moves to block him from leaving as he turns to go. This brings them close. MOVE IN ON THEIR FACES, coming closer together.

JADE
(12) You ask me, talking is way over-rated.

They draw closer, closer, their lips about to meet when...

FEMUR (OS)

(13) Yo, what's with all the commotion?

Jade and Graveheart jump back as Femur waddles up.

FEMUR
(14) How's an Emperor supposed to sleep through all this racket?
(then, realizing:)
Hey, don't mind me. You kids go ahead.

He smiles a big wide Ôsalesman' smile. Jade is ready to lunge at him. Graveheart catches her and steps in front. He's equally mad.

GRAVEHEART
(15) No, please. Let me do the honors.

Femur quickly skedaddles the hell out of there.

FEMUR
(16) Fine, keep your little ÒpartyÓ to yourself.

Left alone again, Jade and Graveheart, still seething, turn back to one another, but the mood has been broken.

GRAVEHEART
(awkwardly)
(17) Well...I guess I should go.

JADE
(18) Next time, knock quietly. My hearing works just fine.

Jade goes inside as an unhappy Graveheart heads for his room.

INT. PLANET ICE - MONITOR ROOM

A team of ICE TECHNOS have banks of monitors showing empty space ahead of them. CRYOS stands nearby. KLAXONS GO OFF!! Technos spring to attention as an object WINKS INTO EXISTENCE on their monitors. We SEE the PRISON PLANET make its appearance out of nowhere. From this distance, it can barely be seen as a ragged chunk of rock, with no other details.

ICE TECHNO
(19) King Cryos, unidentified object onscreen! But it does not read on our scanners!

CRYOS

(20) Notify the Alliance to be cautious, until we discover what it is.

INT. JADE'S SLEEPING CHAMBER

KLAXONS continue in the BG. Jade slaps on the last of her battle gear in a hurry when her personal COMM SYSTEM BEEPS. The system and viewscreen are inset in an ice wall. LORD MANTEL'S FACE appears on the viewscreen.

LORD MANTEL (FILTERED)
(21) The entire Alliance has slowed down, Jade. What is happening?

JADE
(22) I'm about to find out, Lord Mantel.

LORD MANTEL (FILTERED)
(23) Report to me immediately when you do.

JADE
(24) This was not part of our bargain.

LORD MANTEL (FILTERED)
(25) You forget yourself, Commander. I am your king. Nothing is over until I say it is.

The screen goes black. Jade clenches her fist around the data crystal.

INT. PLANET ICE - MONITOR ROOM

CRYOS, GH, TEKLA, VOXX, PYRUS and FEMUR are already there when Jade ENTERS. She joins them looking at the object on the screen. There are one or two Ice Technos around.

CRYOS
(26) It literally appeared out of nowhere. All we have is visual confirmation of its existence.

Tekla leans in, looking closely.

TEKLA
(27) That would indicate both teleportation and stealth capabilities. This could be a critical find for the Alliance.

CRYOS

(28) Since it defies our scanners, it could also defy the Beast Planet sensors. We need to investigate this at closer range.

GRAVEHEART

(29) We can cover more ground in two ships. Cryos, you're with me, Jade with Pyrus. Tekla, you're in charge until I get back.

As Jade and Pyrus turn to go, Femur gets in the way.

FEMUR

(30) Hey, not so fast Rocko. What's wrong with taking me along for the ride?

GRAVEHEART

(31) Next trip, Femur --

FEMUR

(32) Forget it! Nobody makes a find like this and keeps me outta the game.

Pyrus throws up his hands.

PYRUS

(33) Fine. If this is so all-fired important to you, Femur, you can go in my place.

Jade gives Pyrus a speaking look. Pyrus, realizing what he's done, gives an apologetic shrug.

PYRUS

(34)What? Do you want to argue with him all day?

Femur straightens his outfit and heads for the door.

FEMUR

(35) So, whadda you yahoos waiting for?

EXT. PLANET ICE

as two small BLADE WING SHIPS leave the planet.

INT. JADE'S BLADE WING

Jade pilots, as Femur leers at her.

GRAVEHEART (FILTERED)
(36) Jade, take the left. Scout that end.

JADE
(37) Affirmative.
(then, to Femur)
Put your eyes elsewhere, toad, or I will.

FEMUR
(38) Aw, loosen up, doll.

She scowls ferociously at him. Self preservation makes Femur turn his eyes toward the monitors, sort of.

FEMUR
(39) Oookay, we're looking at the monitor now. See the Emperor looking at the monitor.

CUT TO the Blade Wings getting closer to the Prison Planet, with Jade's heading more toward one end of the prison (Sternum's side) and GH's for the opposite end (Jewelia's side). We should be able to visually make out two divisions, the side Sternum controls and the side Jewelia controls, with a kind of No Man's Zone or DMZ between them. There's a force field, heavy-duty buildings, and big pieces of equipment that represent the air, field and gravity generators, plus standard weapons.

INT. GRAVEHEART'S BLADE WING

As they get closer and the buildings become clearer, Cryos leans toward the monitor as realization hits him.

CRYOS
(40) Forcefield, oxygen and gravity generators. The complex is self-contained as though...no...it cannot be.

GRAVEHEART
(41) What? You know this place?

CRYOS
(42) Perhaps. Though I pray I am wrong.

INT. JADE'S BLADE WING

Likewise, as the buildings grow easy to see, Femur has his own realization and doesn't like it.

FEMUR
(43) Ooooh, this was a bad idea. A very bad idea. Turn around. Let's get outta here.

JADE
(44) Don't be absurd.

FEMUR
(45) No, really, turn around. You don't wanna go there. For once, Jade, just trust me on this -- and get us outta here!

EXT. PRISON PLANET

The two Blade Wings come close enough to see bright flashes of weapons and battle in the DMZ area below.

INT. GRAVEHEART'S BLADE WING

CRYOS
(46) Graveheart, there is some sort of conflict going on below.

GRAVEHEART
(47) I see it. Beast Drones?

INT. JADE'S BLADE WING

JADE
(48) Don't know. Going in for a closer look.

FEMUR
(muttering, ala Rain Man)
(49) Bad idea, bad idea, very bad idea.

EXT. THE BLADE WINGS

Jade's ship accelerates, gets closer, swings around toward Sternum's side of the DMZ. A SPLIT-SECOND LATER, heavier beam cannons mounted on wall rips into Jades ship with a blazing explosion!

INT. JADE'S BLADE WING

It's spinning out of control.

JADE
(50) We're hit! Going down!

ON JADE'S SHIP

as it spirals toward Sternum's side of the DMZ, trailing energy, heading for a bad crash. The Energy Field surrounding the Prison Planet reacts as Jade's ship cuts through it. She slices through a tower and crashes into the ground.

INT. GRAVEHEART'S SHIP

He reacts as he watches Jades view screen blank out.

GRAVEHEART
(51) Jaaaaaaaade!

FADE OUT

END ACT ONE

ACT TWO

FADE IN:

EXT. JADE'S BLADE WING

is hit and going in for a crash landing.

INT. JADE'S BLADE WING

She fights with the controls as the ship bucks and jolts.

FEMUR
(52) I can't die! Not here! Anywhere but here!

JADE
(53) Strap in and shut up! This will be nasty!

EXT. ON JADE'S SHIP

as it arrows downward and grinds into the ground, sparks and flame are shooting everywhere.

HOLD on the ship when it finally stops, in very bad shape. Nothing stirs.

EXT. GRAVEHEART'S BLADE WING

dives after Jade's and IS HIT by beams from both sides. His ship heads for a crash on Jewelia's side of the DMZ.

INT. GRAVEHEART'S SHIP - GRAVEHEART AND CRYOS

It vibrates enough to tear apart.

GRAVEHEART
(54) Can't hold it! Brace for impact!

EXT. ON GRAVEHEART'S SHIP

Sparks and flame emit from the ship, as it also comes to a rocky landing at the edge of a precipice. It totters there, about to go over, the ground crushing in beneath it.

INT. PLANET ICE - MONITOR ROOM

Tekla stands, Voxx floating nearby, while Pyrus paces. The scout ships are far too small to show up, since the Prison Planet itself is quite small from this range. Unexpectedly, a BEEPING ALARM goes off.

ICE TECHNO
(55) Princess Tekla, we've lost contact with both scout ships!

TEKLA
(56) Both comms have failed at once?

ICE TECHNO
(57) No. Telemetry is gone. Which means... both ships have crashed.

PYRUS
(58) No!

On that, LORD MANTEL's full body Hologram interrupts (Lord Mantle never leaves Rock). He takes in the ALARM and their worried expressions. They are equally shocked to see him.

LORD MANTEL
(59) What is the problem here?

EXT. PRISON PLANET - GRAVEHEART AND CRYOS

peer over the edge. Then Graveheart stands and picks a direction.

GRAVEHEART
(60) C’mon! We’ve got to find Jade and Femur.

CRYOS
(61) We have picked a most unfortunate place to be marooned, my friend.

GRAVEHEART
(62) Tell me about it.

CRYOS
(63) If I did, I doubt you would believe me.

As they move on, an ambush happens -- a ragtag batch of helmeted soldiers leaps out, a mix of beings from the Planet Cluster, as well as others. They're from Jewelia's side, led by an ICE WARRIOR. They wear either colors or some form of ID to mark them as hers.

ICE WARRIOR
(64) FREEZE! That is far enough

Graveheart and Cryos oblige as the soldiers surround them. The Ice Warrior tilts his head, looking at Cryos.

CRYOS
(65) Who is in charge here?

ICE WARRIOR
(66) King Cryos, is it? You have some nerve showing your ugly face here.

GRAVEHEART
(67) Y'know, I have no idea who you are, and already I don’t like you.

Swiftly, before the Ice Warrior can react, Graveheart grabs him by the face and heaves him into the other soldiers. Graveheart turns and tackles more of them, bowling them over.

JEWELIA (OS)
(68) My, you are a big one, aren’t you?

Graveheart whirls and is about to attack the new threat, but pauses as he finds himself looking up at a woman. This is JEWELIA. She flips off the ledge she was standing on to face GH. He backs off, as she points a weapon at him.

JEWELIA
(69) Please, don't force me to do something we'll both regret.

GRAVEHEART
(70) The feeling is mutual. Look behind you.

GH drops the two warriors. WIDEN to show Cryos standing behind her with a gun to one of the warriors heads. Unfazed, Jewelia smiles and puts her weapon away.

JEWELIA
(71) Okay, let's start fresh. My name is Jewelia. You are...?

GRAVEHEART
(72) Name's Graveheart. This is King Cryos. Any particular reason you attacked us?

JEWELIA
(73) We thought you were Sternum's men. I can see now that you're not.

GRAVEHEART
(74) And Sternum is...?

JEWELIA
(75) Only the worst criminal this universe has ever known.

CRYOS
(76) Then I was right. This <u>is</u> the Prison Planet. May the glacier preserve us.

EXT. JADE'S SHIP

Jade hauls a dazed Femur out of the wreckage to safety a SECOND before it EXPLODES! Only a shell of the ship is left.

FEMUR
(77) I told you. Didn't I tell you? We could'a been home free, but, nooooo...you had to get closer, didn't--

Without a word, Jade strides off. Femur hurries after.

FEMUR (CONT'D)
(78) Hey, where ya going?

JADE

(79) To find Graveheart and Cryos.

FEMUR
(80) Why can't we wait for them here?

JADE
(81) Offhand, I can think of several reasons.

She indicates something OS. Femur SWALLOWS hard.

FEMUR
(sotto, gulping)
(82) Hoo, boy.

A group of well-organized helmeted soldiers from Sternum's side moves to surround them, the same mix of beings as we saw in Jewelia's group. They also wear either distinctive colors or other form of badge or ID to mark them as Sternum's. They hold weapons on Jade and Femur. A BONE SOLDIER is in charge.

BONE SOLDIER
(83) You are both our prisoners. You will come with us.

The Bone Soldier looks Femur up and down. Jade is fairly unfazed by the whole mess.

BONE SOLDIER
(84) Don't I know you?

FEMUR
(85) Me? Nope, I'm nobody, nobody at all, just a poor innocent bystander dragged into this mess by this female lunatic.

But the Bone Soldier turns to a friend.

BONE SOLDIER
(heavy with amusement)
(86) Oh, this will be fun.
(then, harshly)
Move it!

Jade and Femur, hands on their heads, follow the troops. Femur, in typical fashion, whines the whole way.

INT. PLANET ICE - MONITOR ROOM

Tekla and Pyrus stand before a hologram of Mantle.

TEKLA (TO MANTEL)
(87) We have lost contact with both scout ships. Pyrus will mount a rescue--

LORD MANTEL
(over-riding)
(88) Effective immediately, I will take charge of this situation.

TEKLA
(89) I think not. Graveheart left me in charge.

LORD MANTEL
(90) You need an experienced warrior in command here.

TEKLA
(coldly)
(91) I have all the experience we need.

LORD MANTEL
(92) Not for this.

Tekla is furious.

INT. JEWELIA'S STRONGHOLD

Jewlias men stand around talking and taking target practice. Jewelia puts some salve on a cut on Graveheart's face.

JEWELIA
(93) Nice to have a new face here.

GRAVEHEART
(94) Thanks. Would you excuse us a minute?

JEWELIA
(95) Be my guest.

She turns away as though meaning to stay put. GH and Cryos start to walk through the camp.

GRAVEHEART
(96) It's time you filled me in.

CRYOS

(97) My forefathers and the other rulers established the Prison Planet to contain the worst criminals of our societies.

Almost out of nowhere, Jewelia is suddenly there again, subtly coming between them to add her point.

JEWELIA
(98) But not everyone here is a criminal.

GRAVEHEART
(99) How'd you end up here?

JEWELIA
(100) Same way you did. My ship crashed. Since then, I've done what I can to bring order out of chaos.

CRYOS
(101) A rather military form of order, however.

JEWELIA (WITH A SHRUG)
(102) Whatever works. But I can always use more help. (to GH) Are you the helpful type?

GRAVEHEART
(103) We can discuss that after we contact our Alliance, and locate Jade and Femur.

GH tries his comm link unsuccessfully.

JEWELIA
(104) Sorry, comms work only intermittently. And, as for your friends...
(she pauses sadly)
Well, I'm afraid it's a waste of time.

Graveheart and Cryos are ready to exit the stronghold.

GRAVEHEART
(105) We're still going after them.

JEWELIA
(106) If you must. But I'll come with you.

Graveheart looks at her curiously.

JEWELIA
(107) Look, you'll need a guide, so it might as well be me.

Jewlia strolls out of the room, GH and Cryos look at each other confused. What does she have in store for us?

EXT. STERNUM'S STRONGHOLD

Sternum's soldiers come marching toward a big gate in the defensive wall, but now they're missing pieces of armor and are being marched in, their hands on their heads, by Jade, who is holding one of their weapons in hand. Femur, behind her, is very nervous.

FEMUR
(108) Okay, I'm impressed. But I still think you're nutso, toots.

JADE
(109) These are soldiers. Their chief will respect a show of strength.

FEMUR
(110) And if he don't?

JADE
(111) Do you have a better idea?

She halts them before the gate.

JADE
(shouting)
(112) I have your men! Let us in if you want them back one piece!

HIGH ON THE WALL - STERNUM AND ANOTHER SOLDIER

look down on this scene with a scowl. NOTE: Sternum wears a heavy metal forearm guard on both arms. Later, this has to flip up to reveal the remote controls to the teleport engines, but it's disguised to look like a regular piece of armor.

STERNUM
(113) Have those men punished for incompetence. As for the strangersÉ

Suddenly, his gaze shifts and he REACTS with cold fury.

SHIFT TO HIS POV of Femur below, cowering behind Jade, whose attention is on the gate which is still closed. Femur does NOT see Sternum on the wall.

RESUME STERNUM AND SOLDIER

Sternum's mood is cold and dangerous.

STERNUM
(114) Put that toad in the Hole. Then send a team to scavenge their ship. The woman...bring her to me!

He CRACKS his huge knuckles and bears his fanged teeth.

STERNUM
(115) I will have answers...if I have to crush every stone in her body to get them.

FADE OUT

END OF ACT TWO

ACT THREE

FADE IN:

INT. ICE MONITOR ROOM - TEKLA, VOXX, PYRUS, HOLO-MANTEL

Pelvus sneaks into the room, unobserved at this point. Eavesdropping.

TEKLA
(116) I told you, I am in charge and I will stay in charge.

LORD MANTEL
(gesturing at Prison)
(117) You are not from this system alien. You do not know what you are up against.
(indicating Pyrus)
And you are too young to know.

PYRUS
(118) To know what?

TEKLA
(119) If you have information about this object, tell us.

But Mantel only smiles arrogantly.

LORD MANTEL
(120) My knowledge comes with a price. When you turn to me for leadership as you should,then..... I will share what I know.

PYRUS
(121) Ignore him, Tekla. You keep the homefires burning. I'll go find our friends!

As Mantel glowers at her, Tekla returns to her position. Pyrus leaves with Pelvus glaring at him.

TEKLA
(122) Excuse me, Rock Lord, but I have an Alliance to run.

EXT. JADE'S CRASHED BLADE WING

Graveheart and Cryos inspect the wreck, while Jewelia and her men keep a wary eye out, weapons ready. Besides ship debris, there is armor and/or ID from Sternum's men lying around.

CRYOS
(123) No sign of any bodies.

GRAVEHEART
(124) Then they’re still alive. They have to be.

JEWELIA
(125) Please, don’t get your hopes up. From what I can see, your friends are lost.

GRAVEHEART
(126) What makes you so sure?

Jewelia gestures to the scattered armor on the ground.

JEWELIA
(127) That armor means your friends have been discovered by Sternum's men. If they were alive before, they certainly aren’t now.

GRAVEHEART
(128) No. You're wrong. You don't know Jade.

JEWELIA
(129) I’m sorry, my friend, but you don't know Sternum.

INT. STERNUM'S STRONGHOLD

This is his business room and should reflect the tastes of a tough-as-nails warrior. He stands with his back to the door looking out a window as Jade, without weapons now, is ushered in. The door closes, leaving Jade and Sternum alone in the room. At first, he speaks with his back to her.

STERNUM
(130) I have questions, woman.

JADE
(131) Jade. Commander, Cobalt-Class.

STERNUM
(132) And I am Sternum. Now that we have been introduced, you will answer me.

JADE
(133) And if I refuse?

As he speaks, Jade slowly, silently, moves toward him, preparing to grab him from behind. He seems unaware of this, continuing to look out the window.

STERNUM
(134) Need I remind you, you are a prisoner of war? You live or die at my whim.

As he says this, Jade has gotten close enough and SHE LEAPS to get him in a chokehold from behind. But he is completely ready for her, whirls, grabs her arm and slams her up against the wall hard.

JADE
(135) (startled GRUNT!)

Jade lands on her back

STERNUM
(136) Now, shall we begin...?

EXT. PLANET ICE

Pyrus’s personal fighter ship blazes away from it.

PYRUS (VO)
(137) Pyrus to Tekla...

INT. PYRUS'S SHIP

PYRUS (CONT'D)
(138) ...I'm on my way.

INT. STERNUM'S STRONGHOLD - THE HOLE

It's a disgusting cell, solitary confinement. Femur paces. His shoulder-gun is missing.

FEMUR
(139) I'm doomed, I tell ya. Doomed, doomed, doomed, doomed, doomed.

He pauses and we MOVE IN on his terrified face as a new thought occurs to him. He QUAKES.

FEMUR
(140) What if he's still alive an' kickin'? Worse, what if he finds out I'm here?!

EXT. JADE'S CRASHED SHIP

Graveheart examines some of the armor and looks in the direction Femur and Jade would have gone.

GRAVEHEART
(141) Jewelia, I know you mean well, but I have to find my friends...no matter what.

JEWELIA
(142) Look, you don't understand. We've been fighting Sternum for years, ever since he seized control of our tech-center and made beggars of us.

CRYOS
(143) Have you tried negotiation?

JEWELIA
(144) Repeatedly. Now our only option is to seize his half of the complex. Only then, can we help you find...whatever remains of your friends.

Before Graveheart can reply, they are rocked by an explosion. Jewelia's troops begin FIRING! A Patrol of Sternum's men have arrived and fighting has broken out.

JEWELIA
(146) Sternum's men have found us!

The Sternum Bone Soldier from earlier waves his men forward.

BONE SOLDIER
(147) ATTAAAAAAACK!!!

The two sides clash, firing from behind cover. Jewelia, Graveheart and Cryos take cover behind the wrecked ship. Jewelia returns fire. Graveheart and Cryos are less sure.

GRAVEHEART
(yelling to Sternum's men)
(148) HOLD YOUR FIRE! WE WANT TO TALK!

Instead, a SIZZLING BLAST nearly takes off Graveheart's head.

GRAVEHEART
(149) Okay. Fine. If that's the way you want to play it...

Now Graveheart and Cryos join in the battle, popping up to fire and ducking back under cover.

INT. PYRUS'S SHIP - PYRUS

Pyrus speaks to Tekla on a fire hologram.

PYRUS
(150) I can make out buildings...flashes of light. Looks like a battle!
(he rechecks the monitors)
Wait, wait, it's stopping.

EXT. JADE'S CRASHED SHIP

The Bone Soldier's side is taking a beating. He gestures for them to fall back.

BONE SOLDIER
(151) Fall back! Fall back to base!

They retreat in an orderly fashion, FIRING as they go.

When all is quiet, Jewelia rises, followed by Graveheart and Cryos. They come out cautiously. Many of her men have fallen.

JEWELIA
(152) See? You can't reason with Sternum. The only thing he understands is force.

CRYOS
(grimly)
(153) So it appears.

Graveheart shakes his head, sadly.

GRAVEHEART
(154) Then I guess the next move is ours.

Jewelia smiles slyly.

INT. STERNUM'S STRONGHOLD

Facing off, in fighting poses, eyes fixed on one another. Jade and Sternum circle each other.

STERNUM
(155) Where did you come from?

He launches a punch at her which she expertly blocks. They hold this pose as they take another step in the circling.

JADE
(156) What is this fortress?

Now she punches and he parries. They circle one another.

STERNUM
(157) What are you doing here?

They exchange another punch and block, perfectly matched.They are both impressed with each others battle skills.

JADE
(158) Who runs this place?

STERNUM
(159) Can't you guess?

Each launches a blow and they catch one another's arms, turning this into a contest of strength and will. They STRAIN against one another, neither side budging or gaining.

JADE/STERNUM
(160) (grunts of exertion)

CLOSE ON STERNUM'S FACE showing the strain, but enjoying every minute.

STERNUM
(with exertion)
(161) You...are...a superb...warrior.

CLOSE ON JADE'S FACE, startled. She gives a brief flash of smile despite herself.

JADE
(with exertion)
(162) You're...not so...bad...yourself. Draw?

ON BOTH OF THEM

STERNUM
(163) Draw.

They instantly release and step back, still facing off, but with an understanding now.

STERNUM
(164) Very well then. This is all that remains of what was once called the Prison Planet.

Jade looks at him, arching an eyebrow, but says nothing.

STERNUM (CONT'D)
(165) I command this side. The woman Jewelia controls the other. But I'm going to put a stop to that. And to her. Your turn.

JADE
(166) Two good friends of mine crash-landed near this...Jewelia's side. I have to find them.

STERNUM
(167) They're dead. Forget them.

JADE
(168) Unacceptable.

STERNUM
(169) Listen to me. If your friends have fallen into Jewelia's hands...they are beyond your help.

Jade flexes a fist, grimly determined.

JADE
(170) Then I will bring home their remains.

As Jade starts to head for the door, Sternum gets in her way. Jade scowls but opts for restraint.

STERNUM
(171) I will decide how and when that happens. This discussion is not yet finished. But first, I've something to attend to.

He steps outside, closing the door behind him. He raises the forearm guard, flips it open, punches the controls inside.

INT. ICE - MONITOR ROOM

Tekla looks up to Pyrus on the giant viewscreens.

PYRUS
(172)Pyrus to Tekla. I don't know what's going on down there, but I'm going in for a closer look.

EXT. PYRUS'S SHIP

It comes around, getting closer and closer, when the planetoid suddenly begins to WARP and WRINKLE.

PYRUS (VO)
(173) Wait! Something's happening!

And the Prison Planet DISAPPEARS before Pyrus's eyes!

PYRUS (VO) (CONT'D)
(174) The planetoid, it --

INT. PLANET ICE - MONITOR ROOM

Tekla watches the viewscreen in dismay as she sees what Pyrus sees. Behind her, Lord Mantel wickedly smiles.

PYRUS (VO) (CONT'D)
(175) It just...disappeared!

FADE OUT.

THE END